#### **Course Description**

An introductory course on quantum mechanics for electronic engineers. This course will introduce the basic principles of quantum mechanics for electronic engineers with emphasis towards applications in semiconductor device physics and quantum information processing using electrons and photons. This course will provide the fundamental background in quantum mechanics for other senior electives in microelectronics and optoelectronics. Topics include mathematical preliminaries on probability, statistics, linear algebra; classical description of polarization, quantum states, operators, measurement, spin-1/2, angular momentum and rotation, time-evolution and the Schrödinger equation, position and momentum, wave mechanics, quantum confinement and tunneling, the harmonic oscillator, quantum information.

#### **List of Topics**

#### **Lecture Outline**

- Week 1 Mathematical preliminaries
- Week 2 Classical description of polarization
- Week 3 Quantum states
- Week 4 Operators
- Week 5 Measurement
- Week 6 Spin-1/2
- Week 7 Angular momentum and rotation
- Week 8 Time-evolution and the Schrödinger equation
- Week 9 Position and momentum
- Week 10 Wave mechanics
- Week 11 Quantum confinement and tunneling
- Week 12 The harmonic oscillator
- Week 13 Quantum information

#### **Laboratory Outline**

Nil

#### **Intended Learning Outcomes:**

- An ability to apply fundamental knowledge of quantum mechanics to electronic engineering.
- An ability to communicate effectively using concepts in quantum mechanics.
- An ability to understand the technological impact of quantum mechanics.

#### Textbook(s):

Quantum mechanics: theory and experiment, Mark Beck, Oxford

### **<u>Reference Books/Materials</u>:**

Quantum Mechanics for Scientists and Engineers, David A. B. Miller, Cambridge

# **Relationship of Course to Program Outcomes:**

Please refer to the Report Section 4.3.2 (iii).

## Grading Scheme:

Homework	40%
Laboratory	Nil
Course project (presentation/term paper)	10%/15%
Final Examination	35%